

Player

- nombre
- nGoles

- + Player()
- + ~Player()
- + getNombre()
- + setNombre()
- + getNGoles()
- + setNGoles()
- + readFromFile()
- + writeToFile()
- + readFromBinaryFile()
- + writeToBinaryFile()
- + toStd()
- + compareName()
- + comparePoints()